COSMERE® ROLEPLAYING GAME

CHARACTER NAME	LEVEL
	1
PATHS	**ANCESTRY**
Agent (Spy)	Human

PLAYER NAME

PHYSICAL

STRENGTH	DEFENSE	SPEED
1	13	2

HEALTH MAXIMUM	CURRENT	DEFLECT
11		0

COGNITIVE

INTELLECT	DEFENSE	WILLPOWER
1	14	3

FOCUS MAXIMUM	CURRENT
5	

SPIRITUAL

AWARENESS	DEFENSE	PRESENCE
2	16	3

INVESTITURE MAXIMUM	CURRENT

2	AGILITY (SPD)	○○○○○
1	ATHLETICS (STR)	○○○○○
1	HEAVY WEAPONRY (STR)	○○○○○
3	LIGHT WEAPONRY (SPD)	●○○○○
2	STEALTH (SPD)	○○○○○
2	THIEVERY (SPD)	○○○○○
	_____ (___)	○○○○○

1	CRAFTING (INT)	○○○○○
1	DEDUCTION (INT)	○○○○○
3	DISCIPLINE (WIL)	○○○○○
3	INTIMIDATION (WIL)	○○○○○
2	LORE (INT)	●○○○○
1	MEDICINE (INT)	○○○○○
	_____ (___)	○○○○○

5	DECEPTION (PRE)	●●○○○
3	INSIGHT (AWA)	●○○○○
3	LEADERSHIP (PRE)	○○○○○
2	PERCEPTION (AWA)	○○○○○
3	PERSUASION (PRE)	○○○○○
2	SURVIVAL (AWA)	○○○○○
	_____ (___)	○○○○○

LIFTING CAPACITY	MOVEMENT	RECOVERY DIE	SENSES RANGE
200 lb.	25 ft.	1d8	10 ft.

CONDITIONS & INJURIES

EXPERTISES

[Cultural] Wayfarer: You can read international maps, know basic phrases and cultural details for every culture, and can find trustworthy currency exchange hubs in major cities.

[Cultural] Underworld: You speak the language, know basic facts, and can make tests to recall obscure information about this culture.

WEAPONS

Sidesword - Melee
+3 vs. Physical (1d6 + 3 keen damage)
◆ *Quickdraw: Draw this weapon as ▹*

TALENTS

OPPORTUNIST
Once per round, when you roll a plot die, you can reroll that result. The original roll has no effect, and you must use the new result.

PLAUSIBLE EXCUSE (⮌)
When you are discovered skulking about, spend 2 focus to pass yourself off as doing something innocent, influencing each character who can sense you to believe your excuse. Any character who resists this influence loses an additional 2 focus.

STORMLIGHT™ CAMPAIGN SETTING

CHARACTER NAME	LEVEL
	1
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PLAYER NAME

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1	13	2

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INTELLECT	DEFENSE	WILLPOWER
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CHARACTER APPEARANCE

ARMOR & EQUIPMENT

Sidesword

Courtier Kit
- Bottle of violet wine (alcohol)
- Fine clothing

MARKS 42

PURPOSE

OBSTACLE

GOALS

- ○○○
- ○○○
- ○○○
- ○○○
- ○○○
- ○○○
- ○○○
- ○○○
- ○○○

OTHER TALENTS & ABILITIES

EXPERTISES (continued)
[Utility] Shadesmar, Sleight of Hand: You automatically succeed on basic tests related to this expertise and can make difficult tests others couldn't even attempt.

NOTES

Roshar is but one of many planets in the cosmere, and **worldhoppers** are people who travel between worlds. Some explorers visit Roshar to study its fascinating ecology and its unique source of Investiture, the powerful energy called Stormlight. A few arrive by accident, suddenly lost on a war-torn world where wonders and dangers abound. Most worldhoppers, whether they know it or not, work on behalf of secretive factions that seek to influence events on Roshar. Such travelers must learn to navigate an unfamiliar world while serving the whims of mysterious benefactors.

At level 2, to advance this character, gain:
- 5 health
- 1 rank in Light Weaponry and 1 rank in Lore (increasing the modifiers by 1)

CONNECTIONS

Noble House Patron
You have the patronage of the Sleepless, a mysterious secret society that helped you reach Roshar and blend into one of its cultures. They function as a noble house for you (see "Patrons" in chapter 8 of the *Stormlight Handbook*). This affords you accommodations and a certain standard of living.